FIG.1 PRIOR ART

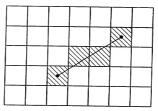


FIG.2A PRIOR ART

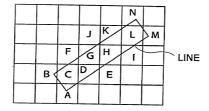
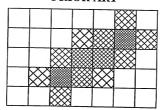
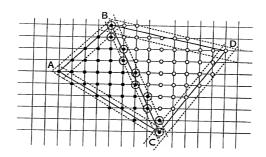


FIG.2B PRIOR ART



#### FIG.3 PRIOR ART



- :PIXELS WHEN TRIANGLE ABC IS DRAWN
- :PIXELS WHEN TRIANGLE BCD IS DRAWN



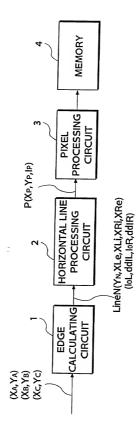
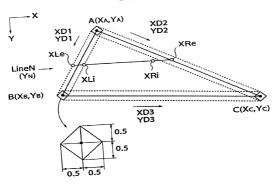
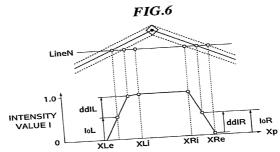
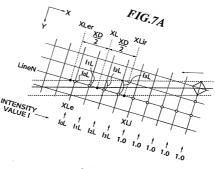
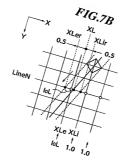


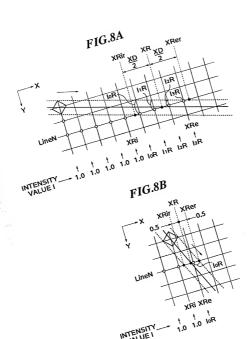
FIG.5

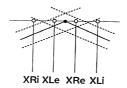


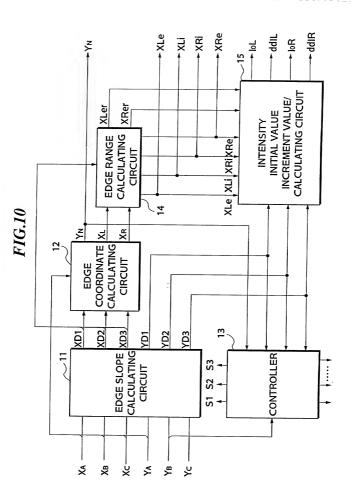


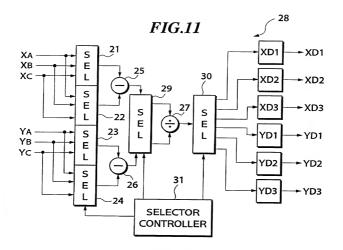


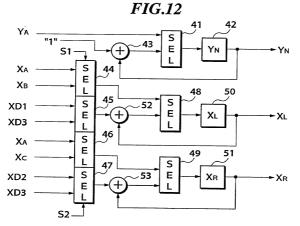


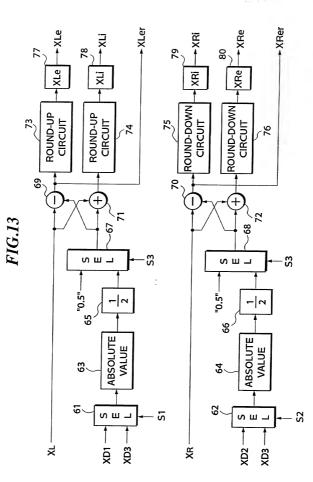


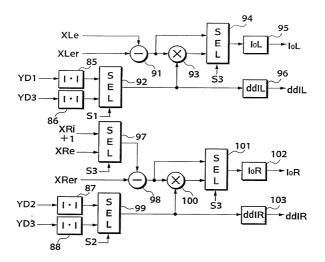




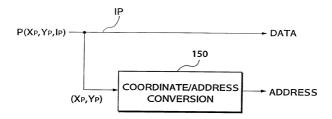








# FIG.15A



### FIG.15B

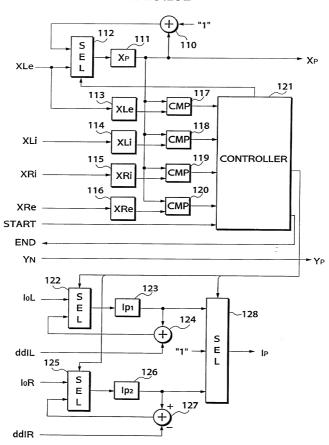


FIG.16

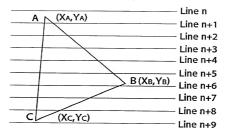
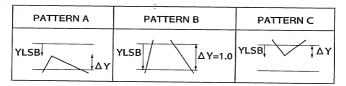
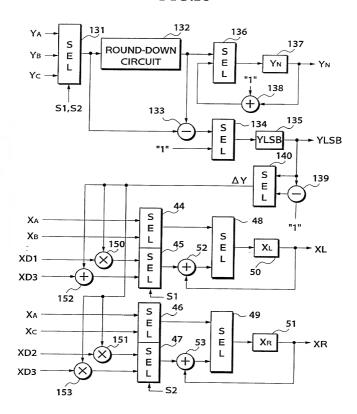


FIG.17





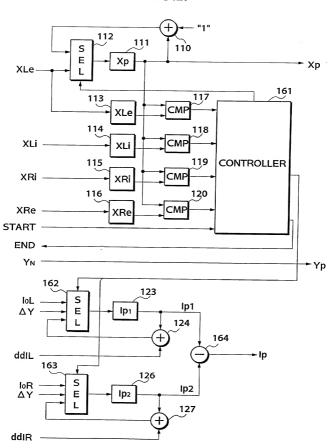
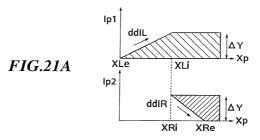
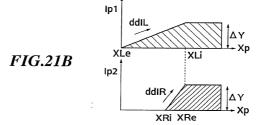
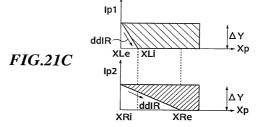


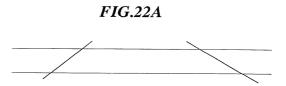
FIG.20

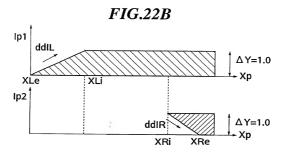
PATTERN D	PATTERN E	PATTERN F
n—————————————————————————————————————	n	n—————————————————————————————————————











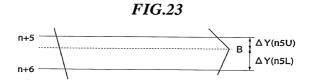


FIG.24A

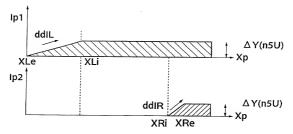


FIG.24B

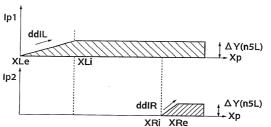
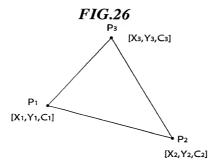


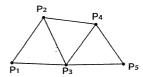
FIG.25

PATTERN G	PATTERN H	PATTERN I		
nΔΥ	nΔΥ	n ‡ΔΥ		



#### FIG.27A

- 1.Move [X1,Y1,C1]
- 2.Move [X2,Y2,C2]
- 3.Triangle\_Fill [X<sub>3</sub>,Y<sub>3</sub>,C<sub>3</sub>]
- 4.Triangle\_Fill [X4,Y4,C4]
- 5.Triangle\_Fill [X5,Y5,C5]



#### **FIG.27B**

- 1.Move [X1,Y1,C1]
- 2.Move [X<sub>2</sub>,Y<sub>2</sub>,C<sub>2</sub>]
- 3.Triangle\_Fill [X3,Y3,C3]
- 4.Triangle\_Fill [X4,Y4,C4]
- 5.Triangle\_Fill [X5,Y5,C5]

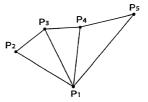


FIG.28

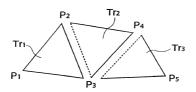


FIG.29

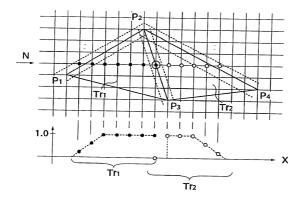
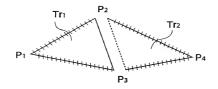


FIG.30

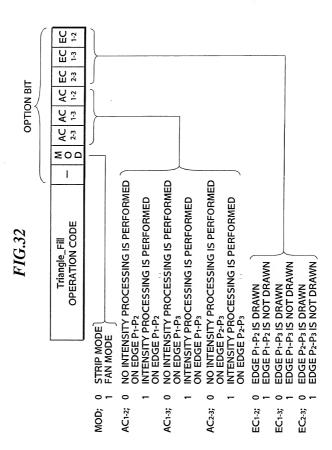


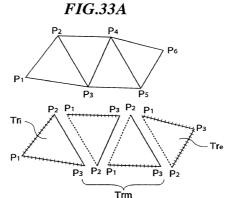
EDGE WHICH IS SUBJECTED TO INTENSITY PROCESSING

EDGE WHICH IS DRAWN BUT NOT SUBJECTED TO INTENSITY PROCESSING

EDGE WHICH IS NOT DRAWN

	OPERATION CODE	OPTION BIT				
	X1 COORDINATE					
Move [X1,Y1,C1]	Y <sub>1</sub> COORDINATE					
	C <sub>1</sub> DA	ATA				
Move [X2,Y2,C2]	OPERATION CODE	OPTION BIT				
	X <sub>2</sub> COORDINATE					
	Y <sub>2</sub> COORDINATE					
	C <sub>2</sub> DATA					
	OPERATION CODE	OPTION BIT				
Triangle_Fill [X3,Y3,C3]	X₃ COORDINATE					
	Y <sub>3</sub> COORDINATE					
	C3 DATA					
	C3 DATA					





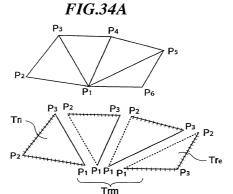
EDGE WHICH IS SUBJECTED TO INTENSITY PROCESSING

EDGE WHICH IS DRAWN BUT NOT SUBJECTED TO INTENSITY PROCESSING

EDGE WHICH IS NOT DRAWN

FIG.33B

OPTION BIT	MOD	AC 2-3	AC 1-3	AC 1-2		EC 1-3	EC 1-2
Tri	0	0	1	1	0	0	0
Trm	0	0	1	0	0	0	1
Tre	0	1	1	0	0	0	1



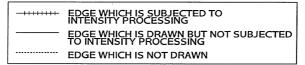
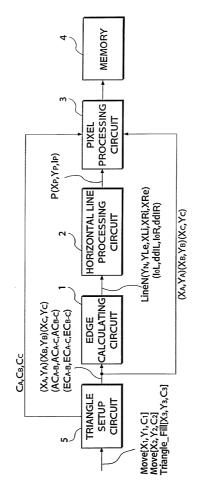


FIG.34B

OPTION BIT	<b>200</b>	AC 2-3	AC 1-3	AC 1-2	EC 2-3	EC 1-3	EC 1-2
Tri	0	1	0	1	0	0	0
Trm	1	1	0	0	0	0	1
Tre	1	1	1	0	0	0	1

FIG.35



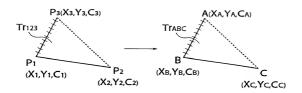
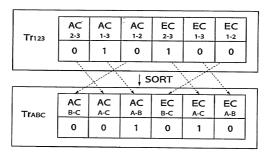
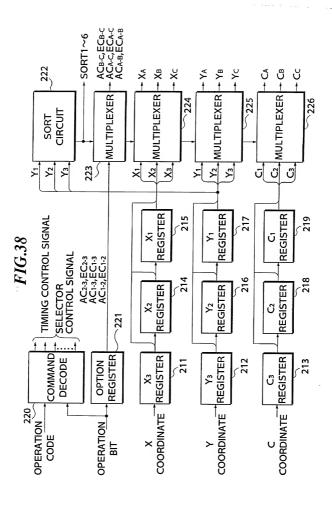
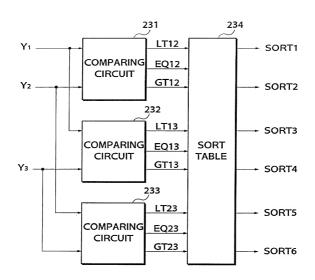


FIG.37







			F 1G.40	
Y1-Y2	Y2-Y3	Y1-Y3	MULTIPLEXER CONTROL	FORM OF TRIANGLE
	=	=	SORT1	•—•
=	=	<b>&gt;</b>	_	
=	= <	>	_	
=	_ <	=		5.4
=	<	<	SORT1	$P_1$ $P_2$ $P_2$ $P_3$ $P_3$
=	\\\ \\	\	-	
	<	=	_	
-	-			AP3 AP3
=	>	>	SORT5	P1 P2 P2 P3 P1
<	_=_	_=	_	
<	=	<	SORT1	$P_2$ $P_3$ $P_3$ $P_2$ $P_2$
<	=	> =	_	
<	<	=	_	
< < < < < < < < < < < < < < < < < < <	<	<	SORT1	$P_2$ $P_3$ $P_3$ $P_2$ $P_2$
<	<	>	-	
<	>	=	SORT2	P <sub>1</sub> P <sub>3</sub> P <sub>3</sub> P <sub>2</sub> P <sub>1</sub>
<	>	<	SORT2	$P_3$ $P_1$ $P_2$ $P_2$ $P_3$
<	>	>	SORT5	$P_1$ $P_2$ $P_2$ $P_2$ $P_1$
>	=	= <	_	
>	=	>	SORT4	$P_2$ $P_3$ $P_3$ $P_2$ $P_2$
>	<	=	SORT3	$P_1$ $P_2$ $P_3$ $P_3$ $P_4$ $P_1$
>	<	<	SORT3	$P_1$ $P_2$ $P_3$ $P_3$ $P_1$
>	<	>	SORT4	$P_3 \stackrel{P_2}{\searrow} P_1 \stackrel{P_2}{\searrow} P_3$
3	3	= <	_	
>	>	>	SORT6	$P_2 \overset{P_3}{\longleftarrow} P_1 \overset{P_3}{\longleftarrow} P_2$

	MULTIPLEXER CONTROL						
SORT1	A=P1	B=P2	C=P3	A-B=1-2	A-C=1-3	B-C=2-3	
SORT2	A=P1	В=Рз	C=P2	A-B=1-3	A-C=1-2	B-C=2-3	
SORT3	A=P2	B=P1	C=P3	A-B=1-2	A-C=2-3	B-C=1-3	
SORT4	A=P2	В=Рз	C=P1	A-B=2-3	A-C=1-2	B-C=1-3	
SORT5	А=Рз	B=P1	C=P2	A-B=1-3	A-C=2-3	B-C=1-2	
SORT6	А=Рз	B=P2	C=P1	A-B=2-3	A-C=1-3	B-C=1-2	

